

LISTING

NEWSLETTER

Newsletter of the
Long Island Sinclair/Tinex
Users Group

.....
Incorporating NYTSE

Issue

August

1991

Dayton, Ohio Computerfest News
OL News And Programs
T/S 2048 and T/S 1000 Programs
Report On June's Swapmeet

Our first meeting after summer break is on
September 8. Be sure to attend. The future of
our Sinclair community depends on your support!

L.I.S.T
5 PERI LANE
VALLEY STREAM, NY
11581



Journey
to a
New
Frontier...
Collect Stamps

A small illustration of a hand holding a stamp, part of a 'Collect Stamps' campaign.

TO:

DON LAMBERT T/SNUG
1301 KIBLINGER PL
AUBURN IN 46706

**FIRST CLASS MAIL
DATED MEETING NOTICE**

SEPTEMBER 8, 1991

Upper right
corner of
your label
is date of
last issue.

LIST OFFICERS

President Harvey Rait
Treasurer Robert Malloy
Cor. Sec. John Pazmino
Editor Alvin Brandon
Librarian Tom Skapinski

Please send inquiries to:

LIST
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5 Peri Lane
Valley Stream, NY 11581

Please send submissions to:

Alvin Brandon
367 South 5th Street Apt.1E
Brooklyn, NY 11211

NYTSE

NYTSE meets the Monday after
the LIST meeting at:
Miss Kim's Restaurant
Park Avenue South
(between 21st and 22nd Street)

Meetings start at 7:30 PM

Coming Events:

September 8, 1991 LIST meeting

September 9, 1991 NYTSE meeting

Meeting Minutes:

June 9, 1991

Harvey called the meeting to
order at 2:45 PM.

It was reported that we had no
new members this month and we
sold 5 more issues of Technical
Tidbits.

We had a discussion about the
Prodigy Information Service and
the controversy that has risen
lately with that company.

Bob Gilder reports that there
appears to be a much greater
interest in the QL than he has

seen in years. He says he saw
more ads in QL World magazine
than ever. He also spoke about

the GOLD CARD by Miracle
Systems.

(Details on page 3).

Then we broke for the moment we
had all waited for:
THE SWAP MEET!!!

Many items were sold, but a few
items are still available from
LIST on a first come, first
serve basis (Contact Harvey for
availability). Among these
items are:

1 Sinclair QL with Power Supply
in excellent condition
Only \$50.00 (+ shipping)

1 Panasonic Cassette Recorder
Perfect for the 2068 and 1000
\$10.00 (What a steal!!!)

1 RGB Synch Adapter for TS 2068
Only \$10.00

1 Tasword II Word Processor
\$5.00

Pete Fisher's Guide
to Telecommunications
\$5.00 (the telecom. bible)

Microdrive Cartridges for the
Sinclair QL
4 for \$10.00 (TRY to find
them cheaper!)

Editorial

Hello! My name is Alvin Brandon
and I am the new editor of
LISTING. I have been involved
with Timex/Sinclair computers
since my first T/S 1000 back in
1983. Since then, I have moved
on through the 1500, 2068, and
currently the Sinclair QL. I
have a love for these computers
because it is incredible what
you can make these computers do
for a fraction of the cost of
some of the so called super-
computers. We are still able
to get current software direct
from England, including hit
games for the Spectrum. My
friends are still amazed when I
show them a new game running on
a computer (the 2068) that was
"discontinued" so many years
ago. I am hoping to do a lot
for our Sinclair community now
that I am in a position to do
something, but I am going to
need your help. Please send in
any articles, programs, ideas,
or projects that you would like
to see published in an upcoming
issue of LISTING. Without your
help, my job will become almost
impossible to complete. We
have to help each other if we
want our club to thrive now and
in the future. It's up to you.

QL CORNER

ANNOUNCING THE MIRACLE SYSTEMS GOLD CARD

In the editorial section of the April issue of QUANTA, an announcement was made that Miracle Systems, UK has developed another plug-in card for the QL's expansion port. The name of this device is the 'Gold Card'.

This card contains 2 Megs of RAM using 4x4 Meg memory chips, either a 12 or 16 Mhz 68000 microprocessor, a battery backed clock/calendar, will operate 3 disk drives - 360K, 720K, or 1.44 Meg drives. The card is smaller than their 'Trump Card' and has total function of the 'Trump Card'. The speed of the QL is said to be 3 times faster with the 12 Mhz version and 4 times faster with the 16 Mhz version.

As stated in QUANTA, this interface should rejuvenate lots of interest in upgrading the QL rather than moving towards emulation on other machines.

Sharp's sent me a circular indicating he will be selling the Gold Card on a pre-order basis. Cost @ \$599.00 plus a \$5.00 shipping charge and indicates that this version will speed up a QL by a factor of 4 and that there is a 2 year warranty on this I/F. They offer a trade in allowance for the 768K Trump Card @ \$170.00 and for the 256K version, \$125.00.

Interested parties should contact Sharp's :Tel 804-730-9697.

I ordered a Gold Card and if it is received before the September '91 meeting, I will bring it in for a demonstration.

INTERNATIONAL QL REPORT - PUBLISHER BOB DYI

Once in a while, something comes along - like a breath of fresh air - The International QL Report.

I've just received the first issue of this publication and I am quite pleased with its contents. The contents of this newsletter provides world-wide information on new products available for the QL, provides honest product reviews from QL users who have used/tested these products and how to buy products for your QL overseas by providing comprehensive information on foreign currency payment to overseas QL suppliers.....and much, much more!

A one year subscription for the International QL report is \$10.00 with the intentions of publishing 4 to 6 issues a year depending upon material available.

Bob Dyl
15 Kilburn Court
Newport, RI 02840

I have dealt with Bob Dyl a few years back when he operated 'The English Micro Connection', supplying T/S 2068 and Spectrum products. I am happy that he is still active within the Sinclair family! If you would like a complementary copy of this publication, why not send Bob a 29 cent stamp and request a copy, or better yet, subscribe! You will like it!

Bob Gilder 6/8/91

GIF On The Sinclair QL Supercomputer

GIF (or Graphic Interchange Format) is a standard developed by the people at CompuServe for the exchange of graphic screens between different types of computers. Back in the old days (1982) there was a format called RLE (or Run Length Encoded) graphics. It allowed you to send pictures from one type of computer to another (including the TS2068 and Sinclair QL). The only problem was that the pictures were limited to black and white and a maximum resolution of 256 X 192. In those days, this was fine because most computers were only capable of this resolution. But after a while all that changed. The Apple Macintosh was introduced, then came the Atari ST and the Commodore Amiga, as well as the Sinclair QL, not to mention higher resolution boards for the IBM PCs. Developers found that RLE quite simply didn't take advantage of these computers great graphics abilities. So they set out to create a format to transmit color graphics with greater screen resolution. And so GIF was born. GIF is capable of displaying 256 colors out of a palette of 16,777,216 colors. The Sinclair QL is capable of displaying up to 4 colors in High Resolution and up to 8 colors in Low Resolution. The Atari ST can display 16 out of 512 colors, and the Commodore Amiga can display 32 out of 4096 colors. As you can see, GIF has far greater capabilities than most of the computers on the market today. Of course, GIF can only work up to the limitations of your computer. On CompuServe, there is an excellent GIF Decoder/Encoder for the Sinclair QL written by Donald W. Thompson on August 22, 1987. What this program does is map the GIF file to the Sinclair QLs screen size, regardless of the pixel resolution. Thus, a picture that takes up half a screen on an IBM with Super VGA (1024 x 728) will take up half a screen on the Sinclair QL (with 512 x 256). It does this by using a pixel skip pattern. Although the display does lose some quality, the results are still quite impressive. As for the colors, the program uses stipples to simulate 64 colors. The program selects the closest colors in the 64 color palette to represent the colors in the file. The results, though not perfect, do work. And you can get wonderful results by selecting a GIF file that is within the range of 320 x 200 with 16 colors. There are thousands of GIF pictures available for downloading from CompuServe, as well as GENIE, and local BBS's all over. Pictures range in subjects from cars to planes to landmarks to logos to nudes to maps to famous paintings. There are pictures of every possible description, I am sure you would want to see some. If you wish to download the decoder from CompuServe type GO CLUB at any prompt. Chose Libraries, then select 6 (For QL). Download the files GIF_DOC, CONV2GIF_BIN, and SHOWGIF_BIN. I am sure you will not be sorry.

Alvin Brandon 7/91

This is a GIF Picture as seen on a
Sinclair QL
(The screen shows it in FULL COLOR!)



1991 LISTING QUESTIONNAIRE

Please fill out this form and mail it to:

Alvin Brandon
367 South 5th Street Apt. 1E
Brooklyn, NY 11211

This will help me by figure out your interests and give me some ideas as to what future issues should contain. This is your chance to tell me what you like and dislike about this issue of our newsletter, so that I may correct any shortcomings in future issues. Your reply is greatly appreciated.

Name: _____

Address: _____

City/State: _____

Zip Code: _____

Timex Sinclair User Since: _____

LIST Member Since: _____

What is your main machine?

☐ T/S 1000

☐ T/S 2068

☐ Sinclair QL

☐ T/S 1500

☐ Sinclair Spectrum

☐ Other

Which? _____

What Sinclair machines do you currently have?

What do you use your Sinclair computers mostly for?

What would you most like your computer to be able to do?

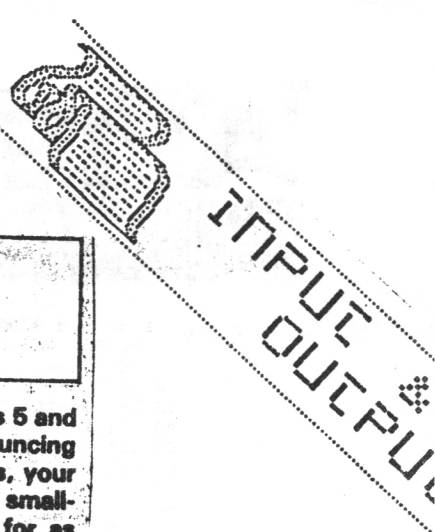
How would you rate this issue of LISTING and why?

☐ POOR ☐ FAIR ☐ GOOD

☐ GREAT ☐ EXCELLENT

Why? _____

Thank you for your cooperation.



Move your bat with keys 5 and 8 in order to hit the bouncing ball. As the game progresses, your bat will become smaller and smaller. Keep the ball bouncing for as long as possible.

Bat 'n' Ball was written for the 1K ZX-81 by P Ralstrick of Shipley, West Yorkshire.

```

140 PRINT AT VAL "11",A;" "
150 LET V=V+VV
160 LET H=H+HH
170 PRINT AT V,H;"C"
180 IF H=A+CODE "■" AND V=CODE
"■" THEN LET VV=-VV
190 IF H=A+CODE "■" AND V=CODE
"■" THEN LET S=S+ABS VV
200 IF H>A+CODE "■" AND V=CODE
"■" THEN PRINT "SCORE=";S;X
210 IF H=CODE "=" OR H=CODE "■"
THEN LET HH=-HH
220 IF V=SGN PI THEN LET VV=-VV
230 PRINT AT V,H;" "
240 GOTO VAL "130"

```

The perils of the garden are numerous if you are less than a centimetre long. On the left of the screen you, a small moth, hover, watching over the ground where you have laid your eggs. Down the right hand side of the screen forms the evil mosquito. Shoot them down with a pollen jet before they can land and steal your

Danger in the Flower Bed was written for the 16K ZX-81 by David Miller of Bailieston, Glasgow.

```

0130 IF INKEY$="" THEN LET D=D-
0140 PRINT AT D,0 "          " AT D-1
0150 PRINT AT D,0 "          " AT D-1
0160 PRINT AT M,N," "
0170 IF M=L+1 AND N+2=9 THEN GOT
0180 05000
0190 NEXT N
0200 PRINT AT M,31:" "
0210 GOTO 20
0220 FOR I=1 TO 50
0230 PRINT AT INT((RAND+12)/2,INT
0240 (RAND+30)/2)," "
0250 NEXT I
0260 PRINT AT 10,3 "YOU GOT INVA
0270
0280 PRINT AT 12,10;"SCORE=";SC
0290 STOP
0300 PRINT "YOU HAVE TO SHOOT AS
0310 FAST AS POSSIBLE
0320 BEFORE 11 LAND."
0330 PRINT AT 5,5;"USE "0" TO
0340 GO UP."
0350 PRINT AT 5,5;"USE "3" TO

```

```

GO DOWN:
2030 PRINT AT 9.5;"AND ";"P" TO
2031
2035 PRINT AT 14.10.
2036 AT 16.10.
2040 PRINT AT 15.10.
2041
2041 FOR N=1 TO 200
2013 NEXT N
2047 FOR N=0 TO 21
2043 PRINT AT N 0.
2049 NEXT N
2050 PRINT AT 19.6;"PRESS 5 TO
2051
2060 IF INKEY$="3" THEN GOTO 206
2070 GOTO 2060
2080 CLS
2090 RETURN
2000 LET SC=IC+10
2010 PRINT AT M.11+1
2020 GOTO 45
2030 SAVE "LANCES"
2040 BEEP

```


ALIEN ENFORCER

The lethal alien comes speeding towards the earth. It is invincible. Well, almost invincible. Your only hope is to shoot the alien one hundred times before it lands. Alien Enforcer was written for the Spectrum or Spectrum Plus by Peter Forwood of Buxhill-on-Sea, East Sussex.

```

1 GO SUB 8000
2 GO SUB 9800
15 LET hn=4
20 LET bx=15
30 LET by=20
40 LET ic=2
50 LET s=5
60 LET ht=0
70 LET f1=0
90 LET h=hn
105 CLS
110 FOR n=0 TO 30 STEP 2
120 PRINT AT 21,n; INK 4;"AB"

130 NEXT n
220 FOR n=1 TO 29
230 PRINT AT h,n; INK ic;"CD"

240 PRINT AT h-2,n-2;" "
247 GO TO 1020
250 NEXT n
255 IF h>19 THEN GO TO 9000
260 LET h=h+2
270 FOR n=29 TO 0 STEP -1
275 PRINT AT h-2,n+1;" "
280 PRINT AT h,n+1; INK ic;"CD"
"
287 GO TO 1010
290 NEXT n
295 IF h>19 THEN GO TO 9000
300 LET h=h+2
310 GO TO 220
1010 LET l=290
1015 GO TO 1025
1020 LET l=250

```

```

1025 FOR f=1 TO s
1030 IF INKEY$="w" AND bx <= 2
    THEN LET bx=bx+1
1040 IF INKEY$="q" AND bx >= 1
    THEN LET bx=bx-1
1100 PRINT AT by,bx; INK 4;"E"

1110 IF INKEY$="o" THEN GO TO 2010
1120 NEXT f
1200 IF h=19 THEN GO TO 3000
2000 GO TO 1
2010 PLOT bx*8+12,15
2020 DRAW 0,by*8-h*8
2030 PLOT bx*8+12,15
2040 DRAW OVER 1;0,by*8-h*8
2045 BEEP .05,-10; BEEP .07,0; BEEP .010,10
2100 IF n=bx OR bx-1=n THEN LET ht=ht+1
2150 PRINT AT 1,1;"score=";ht

2200 IF ht=40 THEN LET ic=2
2210 IF ht=80 THEN LET ic=4
2220 IF ht=100 THEN GO TO 9500
2950 GO TO 1
8010 FOR n=0 TO 39
8020 READ a
8030 POKE USR "a"+n,a
8040 NEXT n
8050 DATA BIN 00000001, BIN 00000011, BIN 00000110, BIN 00001100, BIN 00011001, BIN 00110011, BIN 01100011, BIN 11111111
8060 DATA BIN 10000000, BIN 11000000, BIN 11100000, BIN 11110000, BIN 11111000, BIN 11111100, BIN 11111110, BIN 11111111
8070 DATA BIN 00001101, BIN 00011111, BIN 00011101, BIN 00110001, BIN 01110001, BIN 01110011, BIN 01110011, BIN 01110011
8080 DATA BIN 10110000, BIN 10110000, BIN 10110000, BIN 10110000, BIN 10110000, BIN 10110000, BIN 10110000, BIN 10110000
8090 DATA BIN 01001001, BIN 01001001, BIN 01001001, BIN 01001001, BIN 01001001, BIN 01001001, BIN 01001001, BIN 01001001
9010 PRINT AT 10,6; FLASH 1;"THE ALIENS HAVE LANDED"
9020 PAUSE 100
9030 PRINT AT 10,6;"ANOTHER GO?"
9050 INPUT a$
9060 IF a$="yes" THEN GO TO 2

9070 STOP
9500 REM **destroyed**
9510 PRINT AT 10,9; FLASH 1;"CONGRATULATIONS"
9520 PRINT AT 12,2;"PREPARE FOR DIFFICULT WAVE"
9530 LET hn=hn+2
9540 PRINT AT 14,10;"PRESS ANY KEY"
9545 PAUSE 100
9550 PAUSE 0
9560 GO TO 20
9810 CLS
9820 PRINT AT 5,9;"ALIEN ENFORCER"
9830 PRINT AT 10,4;"Shoot the alien 100 times;" AT 12,3;"before it reaches the ground"
9840 PRINT AT 16,10;"PRESS ANY KEY"
9850 PAUSE 0
9860 RETURN

```

00000, BIN 11100000, BIN 11110000, BIN 11111000, BIN 11111100, BIN 11111110, BIN 11111111

FIREFIGHTER



NEXT
PAGE

Benjamin Rabbit is the new recruit at Burrowville Fire Station. As soon as he is left in charge, the firebug tries to burn down the fire station. Benjamin must put out the fires by stamping on them or by running over a fire bucket which will fall onto the flames. He loses energy when he steps on a fire or runs into the firebug. If Benjamin manages to drop all the fire buckets in one room to the ground level, he will start a new room.

Firefighter was written for the 48K Spectrum or Spectrum Plus by T Sherwood of West Bromwich, West Midlands.

Underlined characters are those to be entered in graphics mode.

```

1 GO TO 6000
100 FOR p=1 TO 3
110 FOR i=1 TO 2
120 LET y1=y+(INKEY$="0" AND
ATTR (x,y+1) <> 2)-(INKEY$="9
" AND ATTR (x,y-1) <> 2)
140 PRINT INK 8; OVER 1; AT x,
y1; a$(3-1); AT x+1,y1; b$(3-1); AT
x,y1; a$(1); AT x+1,y1; b$(1); LET
y=y1
220 IF ATTR (x+2,y)=150 THEN
GO SUB 3200
410 LET b1=b+(y>b)-(y<b)
415 IF RND >.8 THEN LET b1=b+
(b>y AND b<30)-(b<y AND b>1)
420 LET a1=a+4+(ATTR (a+2,b1)
=4)-(ATTR (a+2,b1)=3))
430 PRINT OVER 1; INK 8; AT a,
b1; c$(3-1); AT a+1,b1; c$(3-1); AT
a1,b1; c$(1); AT a+1,b1; c$(1); L
ET a=a1; LET b=b1
490 IF a=x AND b=y THEN GO SUB
4200
600 IF ATTR (x+2,y)<7 THEN GO
SUB ATTR (x+2,y)*100+1000
920 NEXT i: NEXT p
930 LET q=(1+INT (RND *5))*4:
LET r=1+INT (RND *30): IF AT
TR (q,r)=41 THEN PRINT FLASH 1
: INK 6; PAPER 2; AT q,r;"E": LE
T u=u+1: PRINT #0; AT 1,1; PAPER
8;u;" ": IF u>7 THEN LET f=f-2
: PRINT AT 21,f+6;" ": IF f=0
THEN GO TO 4000
995 GO TO 100
1305 IF INKEY$="" THEN PRINT
INK 8; OVER 1; AT x,y; a$(1); AT
x+1,y; b$(1); LET x=x-4: PRINT
INK 8; OVER 1; AT x,y; a$(1); AT
x+1,y; b$(1); FOR j=12 TO 36 STEP
12: BEEP .03,j: NEXT j
1399 RETURN
1405 IF INKEY$="" THEN PRINT
OVER 1; INK 8; AT x,y; a$(1); AT
x+1,y; b$(1); LET x=x+4: PRINT
OVER 1; INK 8; AT x,y; a$(1); AT
x+1,y; b$(1); FOR j=36 TO 12 STEP
-12: BEEP .03,j: NEXT j
1499 RETURN
1605 POKE z+3,70: POKE z+5,5: PO
KE z+24,28
1610 LET j=x+2
1620 PRINT INK 1; PAPER 5; AT j,
y; e$(e)
1625 FOR j=j+1 TO j+3: PRINT AT
j,y: INK 6;"0"
1627 LET l=USR z
1628 IF ATTR (j+1,y)=150 THEN
POKE z+3,0: POKE z+5,2: POKE z+2
4,29: LET l=USR z: LET s=s+35:
LET u=u-1: PRINT #0; AT 1,8; PAF
ER 8;u; AT 1,1;u;" "
1630 IF ATTR (z-1,b)=6 THEN GO
SUB 4400
1635 IF ATTR (j+1,y)=6 THEN PO
KE z+3,150: LET l=USR z: POKE z
+3,70: PRINT AT j,y;" ": LET j=
j+1: GO TO 1625
1637 PRINT AT j,y;" ": NEXT j
1642 PRINT AT j,y: INK 6;"0"
1650 IF j=20 THEN PRINT INK 1;
PAPER 5; AT 20,y1; e$(u): POKE z+
3,60: POKE z+5,30: POKE z+24,28:
LET l=USR z: LET q=q+1: PRINT
#0; AT 1,22: PAPER 8;u; IF q=20

```

```

THEN LET e=e+1: GO TO 7000
1672 LET f=f+2*(f<23): PRINT AT
21,0: INK 3;"ENERGY": INK 2;"RR
RR": FOR j=5 TO f: PRINT INK 4
;"R": NEXT j
1699 RETURN
3205 POKE z+3,130: POKE z+5,2: P
OKE z+24,28: LET l=USR z
3210 LET u=u-1: LET s=s+15: PRIN
T #0; AT 1,1: PAPER 8;u;" ": AT
1,8;s
3220 PRINT INK 1; PAPER 5; AT :
+2,y; e$(e)
3230 LET f=f-2: PRINT AT 21,f+6
;" ": IF f=0 THEN GO TO 4000

```

```

3299 RETURN
4005 PRINT AT 21,0: INK 6; FLAS
H 1;"ENERGY"
4010 IF s>h THEN LET h=s
4020 LET c=0: LET e=1: LET s=0

```

```

4025 POKE z+3,0: POKE z+5,25: PO
KE z+24,28: LET l=USR z
4080 PRINT AT 21,0: INK 5; FLAS
H 1;" ALL ENERGY LOST ": INVERS
E 1;" PRESS A KEY "
4090 IF INKEY$ <> "" THEN GO
TO 4090
4091 IF INKEY$="" THEN GO TO
4091
4099 GO TO 9200
4210 POKE z+3,30: POKE z+5,255:
POKE z+24,28: LET l=USR z
4220 LET f=f-4: PRINT AT 21,f+6
;" ": IF f<1 THEN GO TO 4000

```

```

4230 PRINT AT a,b; OVER 1; INK
8; c$(1); AT a+1,b; c$(1)
4250 LET a=18: LET b=1+29*INT (
RND *2): PRINT INK 8; OVER 1;
AT a,b; c$(1); AT a+1,b; c$(1): RE
TURN
4410 PRINT AT a,b; OVER 1; INK
8; c$(1); AT a,b; FLASH 1: INK 4;
"E"
4430 FOR k=1 TO 8: POKE z+5,1: L
ET l=USR z: LET l=USR z: NEXT
k: POKE z+5,5
4440 PRINT AT a,b;" ": LET a=18
: LET b=1+29*INT (RND *2): PRI
NT INK 8; OVER 1: AT a,b; c$(1):
AT a+1,b; c$(1)
4450 LET s=s+85: PRINT #0; AT 1,
8; PAPER 8;u: RETURN
6003 PAPER 0: INK 7: BORDER 0: L
LS
6005 CLEAR (USR "a")-100
6010 RESTORE 6010
6015 LET z=(USR "a")-99
6016 LET m=0
6020 FOR i=2 TO z+28
6025 READ j: LET m=m+j: POKE 1,j
: NEXT i
6026 FOR i=USR "a" TO USR "r"+
7
6027 READ j: LET m=m+j: POKE 1,j
: NEXT i
6028 IF m <> 16582 THEN PRINT "
ERROR IN DATA...6030-6094": STOP

```

```

6030 DATA 199,17,16,2,38,1,58,72
,92,31,31,31,14,254,238,16,237,1
21,67,16,254,37,32,244,1,21
6050 DATA 32,232,251,112,154,159
,61,93,117,124,56,8,62,93,157,21
,116,119,7,14,89,249,188,186,174
,62,28,16,124,186,185,168,46,238
,224
6060 DATA 43,184,109,46,228,62,1
64,25,0,255,54,127,0,0,0,0,60,66
,0,255,126,126,60,60
6070 DATA 231,36,60,126,255,153,
255,126,0,0,0,0,0,129,102
6080 DATA 239,239,239,0,254,254,

```

THE HOUSE IS BURNING!


```

254,0,66,126,66,126,66,126,66,12
6
6090 DATA 40,40,40,40,40,40,40,4
0
6091 DATA 36,60,126,255,153,255,
126,231,36,36,36,231,231,0,0,0
6093 DATA 8,8,28,28,62,62,119,99
,73,107,34,62,28,28,8,8
6094 DATA 255,239,221,179,78,53,
72,18,0,1,1,255,255,0,0,0
6200 LET a$="AC": LET b$="BD": L
ET e$="JQJAG": LET f$="KORFK": L
ET g$="LFFLP"
6210 LET c$="HI": LET i$="NM"
6220 LET e=0: LET e=1: LET s=0:
LET h=0: LET f=24
6230 DIM d$(5,24): FURE z=24,28:
LET d$(1)="Burrowville Fire Sta
tion": LET d$(2)=" The Root G
arden ": LET d$(3)=" Fire S
tation Basement "
6240 LET d$(4)=" Benny s. Ot
fice ": LET d$(5)=" Station
Storeroom "
6300 GO TO 9200
7003 LET c=c+1
7005 IF e>5 THEN LET e=1
7010 LET u=0: LET g=0
7020 CLS
7030 FOR j=2 TO 20: PRINT INK 2
: AT j,0: " ": AT j,31: " ": NEXT
j
7040 PRINT PAPER 2: INK 6: AT 0
,3: " ": d$(e): " "
7041 PRINT INK 3: AT 1,1: "(g2)"
: AT 0,1: "(1g2)": PAPER 1: AT 0,
2: "(g2)"
7042 PRINT INK 3: AT 0,30: "(1g1
)": AT 1,30: "(g1)": PAPER 1: AT
0,29: "(g1)"
7060 FOR j=4 TO 20 STEP 4: FOR k
=0 TO 31: PRINT AT j,k: INK 1:
PAPER 5: e$(e): NEXT k: PRINT IN
K j/4: PAPER 0: "FFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFF": NLX1 j
7065 FOR j=4 TO 16 STEP 4: LET 1
= INT ( RND *15)+1: PRINT INK 4
: AT j,1: " ": AT j+1,1: " ": AT j
,1+15: " ": AT j+1,1+15: " ": NEXT
j
7080 FOR j=1 TO 3: PRINT AT j,0
: INK 2: "J": AT j,31: "J": AT j+1
6,0: "J": AT j+16,31: "J": NEXT j
7320 FOR i=4 TO 16 STEP 4: LET k
=0
7322 LET j=( INT ( RND *8))+4+1
7324 IF ATTR (i,j)=41 THEN FOR
1=-2 TO 1: PRINT INK 4: AT 1+1
,j: g$(e): NEXT 1: LET k=k+1
7326 IF k<3 THEN GO TO 7322
7328 NEXT 1
7330 FOR i=4 TO 16 STEP 4: LET k
=0
7332 LET j=( INT ( RND *15))+2+1
7334 IF ATTR (i,j)=41 AND ATTR
(i+4,j)=41 THEN FOR 1=1 TO 4:
PRINT INK 3: AT 1+1,j: f$(e): NE
XT 1: LET k=k+1
7336 IF k<3 THEN GO TO 7332
7338 NEXT 1
7340 FOR i=4 TO 16 STEP 4: LET k
=0
7350 LET j=2*(1+ INT ( RND *14))
7355 IF ATTR (i,j)=41 THEN PRI
NT AT 1,j: INK 6: "G": LET k=k+1
7360 IF k<5 THEN GO TO 7350
7370 NEXT 1
7450 LET f=24: PRINT AT 21,0: I
NK 3: "ENERGY": INK 2: "RRRR": INK
4: "RRRRRRRRRRRRRRRRRRRRRR"
7456 PRINT #0: PAPER 2: AT 0,0: "
LFIRE$ LSCORE LHIGH LG LSCREENL
L
L
L
L
L

```

```

7460 PRINT #0: PAPER 8: AT 1,1: u
: AT 1,8: s: AT 1,15: h: AT 1,22: g
: AT 1,25: c
7470 LET u=0: LET x=2: LET y=30:
LET a=18: LET b=1+29* INT ( RND
*2)
7480 PRINT OVER 1: INK 8: AT x,
y: a$(2): AT x+1,y: b$(2): AT a,b:
c$(2): AT a+1,b: i$(2)
7605 POKE z+3,0: POKE z+5,2: POK
E z+24,29
7610 LET 1=USR z: RESTORE 9296
7620 FOR j=1 TO 32: READ k: BEEP
.12,k-40: IF INKEY$="" THEN
NEXT j: GO TO 7610
7690 GO TO 100
9205 CLS : POKE z,243: PRINT "
PAPER 2:" Benny Bunny - FIREF
IGHTER " : AT 21,0: "1=INSTRUCTI
ONS
O=START GAME"
9207 FOR j=5 TO 18: PRINT INK 1
: PAPER 5: AT j,0: "JJKJJJJJJJJJ
LJJJPJJJJJJJJJJJJJJ": AT j, RND
*29: FLASH 1: INK 2: PAPER 6: "E"
: INVERSE 1: "E": NEXT j
9208 PRINT AT 13,0: INK 4: "GFFG
FFFFFFFFFFFFFFFFFFFFFFFFFGFG"
9215 POKE z+29,201
9220 FOR n=52 TO 28 STEP -12: RE
STORE 9296
9230 FOR j=4 TO 19: FOR i=1 TO 2
9235 PRINT AT 14,j: " ": a$(i): "
": c$(i): AT 15,j: " G": b$(i): "
": i$(i)
9250 READ k: BEEP .1,k-n: NEXT j
9280 IF INKEY$="" THEN NEXT j
: PRINT AT 14,j: " ": AT 1
5,j: " ": FAUSE 5: NEXT n:
GO TO 9220
9285 IF INKEY$="" THEN GO TO
6301
9296 DATA 30,54,30,42,30,66,30,5
4,28,52,28,40,28,64,28,52,30,57,
33,45,33,69,33,57
9297 DATA 30,42,54,66,30,42,30,6
6
9340 CLS : INK 6: PRINT "BENN
Y IS THE NEW RECRUIT IN THE BURR
OWVILLE FIRE SERVICE. WHEN
HE IS LEFT IN CHARGE, THE FIRE
BUG TRIES TO BURN DOWN THE FIRE
STATION !"
9345 PRINT "BENNY MUST PUT OUT
THE FIRES BY STAMPING ON THEM,
OR BY RUNNING OVER A FIRE BUCKET
WHICH WILL FALL ON TO THE FLA
MES."
9350 PRINT "HE LOSES SOME ENER
GY WHEN HE STEPS ON A FIRE, O
R IF HE BUMPS INTO THE FIREBUG."
9355 PRINT "INVERSE 1: "ALSO H
E LOSES ENERGY VERY FAST IF THE
RE ARE MORE THAN 7 FIRES ON THE
SCREEN AT THE SAME TIME. "
9360 PRINT "THE GAME ENDS IF B
ENNY LOSES ALL HIS ENERGY."
9365 PRINT "HE GAINS EXTRA ENE
RGY WHENEVER HE TOUCHES A FIRE
BUCKET."
9370 PRINT "HE GETS POINTS FOR
PUTTING OUT FIRES, AND IF HE D
ROPS A BUCKET ON TO THE FIREBUG'
S HEAD, HE GETS A BONUS AND T
HE FIREBUG IS SENT BACK TO TH
E CORNER."
9375 PRINT "IF BENNY DROPS
ALL 20 BUCKETS TO THE BOTTOM OF
THE SCREEN, HE WILL RESTART O
N A NEW SCREEN."
9380 PRINT PAPER 2: "
CONTROLS " : PRIN
T " : " LEFT....9 RIGHT..
..0 "
9385 PRINT "BENNY WILL CLIMB T
HE LADDERS TO MOVE UP, AND SLIDE
DOWN THE POLES TO MOVE DOWN
."
9470 INK 7: PRINT #0: " PRES
S A KEY TO START"
9480 PAUSE 0: GO TO 9200

```

BLANK_EXE

by Real Gagnon

A program to help protect
your QL monitor.

BLANK_EXE is a little program helping to
preserve the phosphore inside of your CRT by
"blanking" the screen when there is no keyboard
activity for a certain period of time. To
execute BLANK_EXE, type: EXEC xxxx_BLANK_EXE
(where xxxx is the device containing BLANK_EXE).

To create the program, type in the Superbasic
hexloader in listing 1.

The program is very simple. First, we check
the last key pressed by looking at a system
variable, then we verify if its the same as the
previous one. If its the same, we increment a
counter, if its not the same, the counter equals
zero. If the counter reaches a certain limit,
then we blank the screen by POKEing the value 2
into address 98403. To bring back the screen
we have to POKE 0 at the same address. We will
do it only when the SPACE BAR is pressed.

LISTING 1 (Superbasic)

```
10 REMARK BASIC LOADER for BLANK_EXE
20 :
30 REMARK by Real Gagnon-088
40 :
100 RESTORE 1000:a=RESPR(1000):base=a
110 count=0
120 REPEAT 1
130 IF EOF:EXIT 1
140 READ x
150 POKE a,x
160 a=a+1
170 count=count+6
180 END REPEAT 1
190 SEXEC flip2_BLANK_EXE,base,count,100:STOP
1000 DATA 96, 28, 0, 0, 0, 4, 74, 251, 0, 20
1001 DATA 66, 76, 65, 78, 75, 95, 115, 99, 114, 101
1002 DATA 101, 110, 32, 98, 121, 32, 82, 71, 56, 55
1003 DATA 114, 255, 116, 1, 112, 11, 78, 65, 67, 250
1004 DATA 0, 110, 48, 57, 0, 2, 128, 138, 50, 128
1005 DATA 48, 58, 0, 98, 50, 57, 0, 2, 128, 138
1006 DATA 178, 64, 102, 0, 0, 26, 67, 250, 0, 84
1007 DATA 82, 145, 32, 60, 0, 0, 37, 0, 0, 176, 186
1008 DATA 0, 72, 103, 0, 0, 24, 96, 0, 255, 218
1009 DATA 67, 250, 0, 58, 50, 129, 67, 250, 0, 54
1010 DATA 112, 0, 34, 128, 96, 0, 255, 200, 34, 124
1011 DATA 0, 1, 128, 99, 112, 2, 18, 128, 48, 57
1012 DATA 0, 2, 128, 138, 176, 124, 0, 32, 103, 0
1013 DATA 0, 6, 96, 0, 255, 240, 34, 124, 0, 1
1014 DATA 128, 99, 112, 0, 18, 128, 96, 0, 255, 198
1015 DATA 0, 0, 0, 0, 0, 0, 0
```

SINCLAIR QL!

COMPUTERFEST NEWS

On August 24 and 25, there will be a Computerfest in Dayton, Ohio. Rumor has it that it will be attended by as many as 10 Timex Sinclair user groups, Ed Grey, Update Magazine, SNUG, and many others. I will be attending and will report on it in an upcoming issue. The admission is \$6.00. The fest will be from 10 to 5 on both days at the Hara Arena. For more information or directions, contact me, Alvin Brandon at <718>782-5438. I hope to see you there!

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